

FOR YOUR LOVE...

THIS ISSUE IS DEDICATED TO
AMY KUEHN
WHO PROVIDED THE
INSPIRATION I NEEDED

Special Issue #50

* not mention typing ability

EGGNOG

I HAVEN'T HAD A HELLO FOR A LONG TIME FOR THIS ISSUE TO COME AROUND AND FINALLY GET TO PUBLISH IT

EGGNOG #50 is a product put out exclusively by Konrad Heinz Baumeister, 11416 Parkview Lane, Hales Corners, Wisconsin 53130 United States of America and put through the Crossroads Press International. My phone number is (414) 825-4631 which is good from 7 to 11 pm for most of the week, and mornings on the weekends. In early August reaching me by phone will be extremely difficult, and in September the rules are changed again to match my school schedule. EGGNOG appears, for the most part, at regular four-week intervals and sells at the rate of 10 issues/\$3.50, just as it always HAS. There are no game openings, and I am not sure as to whether there ever will be again -- but see later on for that. All articles submitted are repaid to some extent by awarding two free issues of EGGNOG or POLITICIAN (it is your choice) per typed page, my typing. This is EGGNOG Enterprises Production #116, for the record. God knows how far it will go. Enough.

I SUSPECT THAT VERY FEW OF YOU WILL RECOGNIZE THE PERSON DEDICATED TO THIS MONTH'S ISSUE TO BE

THE OVERSTUFFED RECLINER

(THE EDITOR'S COLUMN)

It's the fiftieth editor's column I've written, so I've had some practice at it. Go ahead and read.

MUSICAL COMMENTARY

I did say I'd have something very special for you this issue. For Your Love was the excellent album first recorded by the superb experimental and progressive group which raised the three greatest lead guitarists the world or rock and blues music has ever known: The fabulous Yardbirds.

In late 1963 and early 1964, when the British "scene" was having its birth pangs, the Yardbirds followed the Rolling Stones into the Crawdaddy Club as House Band. Like the early Stones, they used standard material -- Bo Diddley, Muddy Waters, Sonny Boy Williamson (with whom they later played as back-up band,

but that's another story -- a very rare album exists of that time) -- though always remaining more faithful to the original than the variation-prone Stones. This was important at a time when the concept of original material was not as overworked as it was to become in 1967-70. Also, and for fun, the Yardbirds were better instrumentalists than the Stones were. Formed in London in 1963, the original Yardbirds evolved from a group called the Metropolitan Blues Quartet, which featured Chris Dreya, Paul Samwell-Smith, Keith Relf, and Jim McCarty. Top Topham joined but was soon replaced by superguitarist Eric "Slowhead" Clapton. Their fame spread instantly; soon they were top contenders with the fledgling Stones for the "best blues band" around. Although the Yardbirds excelled musically, they were no match for Mick Jagger's painting abilities.

By 1964, the Beatles had hit America. The Stones hit America. Everyone hit America. Except the Yardbirds. They were somehow lost in the shuffle. A first album, perhaps the most brilliant album of 1965, was released, but didn't do too much. The Yardbirds had to rely on their in-concert jams to sustain their popularity; fortunately guitarist Eric Clapton proved more than adept at keeping the Yardbirds popular.

Professional opinions were called in to help the sagging record life of the group. Graham Gouldman, later of 10cc, penned a hit single for the band, "For Your Love." It gave the band status. It also gave them problems. After the Having a Party album, Eric Clapton, displeased with the non-blues direction the band was pursuing, left, eventually joining John Mayall. Fortunately, he was replaced by Jeff Beck. (We've already reviewed this brilliant guitarist's life in a past EGMOC, with the Blow By Blow album.) Guitar wild-man Beck led the group up the charts again and again. By 1966, the Yardbirds seemed a sure thing. Two more brilliant singles, "Shapes of Things" and "Over Under Sideways Down", brought them near the top of the charts again. Trouble within the ranks, a classic pattern here, showed down their rising star. Sawwell-Smith quit. Dreja picked up the bass and ace-guitarist and studio-man extraordinaire Jimmy Page was enlisted as a rhythm guitarist. Illness forced Beck out of the picture for a while, allowed Page to step in as head axeman. When Beck returned to his legion, the group had two hot "n" nasty lead men playing dual riffs.

By 1967, however, young Beck was gone, out to start the first Jeff Beck group with Rod Stewart and Ron Wood. (Remember the excellent LPs like Truth, Beck-Ola, and subsequent releases?) Donovan producer Mickie Most hit the band where it hurt the most -- on record -- and produced

the syrupy mess, Little Games. By now, the Yardbirds were catatonic. They were not blues. They were not rock. They were not pop. They were finished.

They broke up in 1968, leaving Jimmy Page holding the name, the bag, and contracts to quite a few European concert dates. Page quickly enlisted Robert Plant, John Bonham, and John Paul Jones and called them the New Yardbirds. They went on tour. By the time the foursome returned to England, they had a new name and a growing reputation as the band on the horizon. Led Zeppelin had been born.

Overall, the Yardbirds were giants. Never content to copy Beatles or Stones material, the Yardbirds were experimentally inclined. With the influence of the three greatest guitarists yet, the music was among the best at the time. Yardbirds music has been covered by many other artists over the years, from Aerosmith's version of "Train Kept A-Rolling" and The James Gang (with upward-coming axeman Joe Walsh) doing "Lost Woman," to Rainbow's bit on "Still I'm Sad" and the recently covered "A Certain Girl." The music is timeless.

Clapton went on to become the best lead guitarist in the business. After the Yardbirds he worked on strictly blues material with John Mayall until he founded the first of the Supergroups, the phenomenal Cream, with Jack Bruce and Ginger Baker in 1966. Cream conquered the nation until early 1969, when they broke up. Clapton and Baker stuck together and added Steve Winwood (from Traffic) and Rick Grech (Mazzy, a British cult group) to make up the short-lived Blind Faith. They fell apart and Clapton joined Lennon's Plastic Ono Band for some superlative recordings in '69. He later wandered with Bonnie & Dickey before forming the excellent Derek & The Dominoes (Layla). In late '70 he went into a self-imposed musical exile. Since the now-famous Peter

bow comeback concert in 1973, he has followed a successful solo career. He's just released a live album, Just One Night.

Jeff Beck worked with the Jeff Beck Group until they fell apart, and thereupon quickly formed another. He had hoped to convince ex-Vanilla Fudge men Carmine Appice and Bogert to join ranks with him, but they instead embarked on the Cactus project. After Cactus fell flat, Beck-Bogart & Appice was formed, releasing a single album. Shortly thereafter Beck abandoned the group approach and worked solo to this day. He always leaves his fans satisfied.

Jimmy Page has, since his Yardbirds days, led the superb Led Zepelin, platinum record after platinum record. It is interesting to note, however that what is in my opinion the best Zep tune, "Dazed & Confused," was once part of the Yardbirds stage act, though never recorded by them. Enough is enough.

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of course

STANDBY EST

These are the people who have volunteered to jump into a game in progress in case somebody resigns or drops out. They are, in no particular order, Bob Kluge, Eric Verheiden, Phil Cooper, Ron Kelly, Larry Loudon, Ray Gifani, Robert Cheek, Peggy Camignani, Chris Luckendill, Walt Auscott, Tom Hurst, John Zipper, Eric Ozog, Bob Osuch, Ben Schilling, and Scott Hansen. If you want on or off, contact me about it. No charge. But with sixteen names on there, and my dropout rate being virtually nonexistent, you can expect a long wait for another game. (I like to say so...)

APOLOGIES TO EVERYONE

Should they be insulted. I'm in a horrible mood today. Tougho.

1980J PROPAGANDA FROM LAST ISSUE

EGGNOG: Sorry we didn't have room for it last time, but here it is:-

DUMAVGRINA: Now we have him! Just build F Bre! After that all will fall into place! Of course, if he's ready for you, tough luck!

LONDON: It is rumored that diplomatic messages have been flying between the Russian and French embassies. This is not surprising since they have been in the form of paper airplanes. The seventh paper air fleet has already intercepted several, and will do better as soon as new supplies of heavier weight paper are allocated to the home front.

MUNICH: What's better than beer with one's pizza?

MOSKOW TO TURKEY: I think you had better start looking for another ally. Now everyone is against me.--Tear Vernon the Last

LONDON: Lord Thomas today expressed the hope that the French would not be too upset over the Scandinavian sideshow he is now involved in. He indicated that their mutual plans for conquest of the Hun menace were merely to be postponed for a season or two. The day of reckoning will still come--it will just be delayed until the Tsar has been punished for his temerity. It is anticipated that this will not take too long.

LONDON: King Edward, newly crowned upon the unfortunate demise of our late Sovereign, Victoria, has indicated that his first gift of state will be a bearskin rug to the Emperor of Austria-Hungary. He went on to state that it might be in a bedraggled condition, but all the parts would be there except those that He wished to retain for Himself and the glory of His Empire. God save the King!

LON TO MOS: Who talked you into attacking NOR? Too greedy! Now you'll pay. Nope he's your friend in real life, because he sure isn't in this game!

LONDON: Lord Thomas today announced to Parliament that the Tsar
(Cont'd Page 2, Column 2)

REVIEW OF 1976IH

By Andy Lischett

Ham, only one center, I guess I'll make this short.

The early years are rather vague and I don't remember Austria and Italy at all, while even France is pretty fuzzy. The last several years were fun because I had no chance of a comeback and little chance of survival, and so had nothing to lose.

Though I knew Turkey wouldn't be stopped, my goal toward the end was to keep him from taking a western center as his eighteenth for two reasons: 1) To force Eric to attack Russia for the win, and 2) to see how many ways Ron could come up with of staging unsuccessful attacks on Turkey. Neither objective was attained. Rats.

Anyway, congratulations to Eric, thanks to Eric, Ron and Phil for a good game, extra thanks to Phil for a good alliance, and thanks to Konrad for the usual well-run game.

LETTER COLUMN

Al Rodriguez (5-26): Interested to read your opinion of Caruso. Why call him unprincipled? Both he and Bruce have over-reacted. Lindsey's handling of the Black Hat Affair was botched. His version to me differs from what he wrote in his 'zine. Bruce is not above suspicion, it's only his word against another. Memories tend to blur anyway & both McKibbin and Lindsey screwed up. Enough! I just hate to see people rallying behind Bruce when I don't believe he handled the problem correctly.

Well, Al, Bruce told me about the whole thing months in advance of his publishing the article, and everything agreed in the two stories for me. But about Caruso, I cleared that up last issue. I don't want to hear more about this problem in these pages. It belongs elsewhere.

From Tom Hunt: As soon as Randolph Smyth signs his letters "Randy" I

will be glad to address him in those terms. I do not employ diminutive until I'm given permission to do so. To do otherwise would be lacking in respect, do you not agree?

I agree entirely. The question was not to you, but to Randolph -- meaning: why hasn't he ever signed his name Randy, after so many years? It's terribly unimportant, but I've never known a Randolph besides Smyth who did not call himself Randy.

From Dan Palter: As usual you have read letters and proceed to answer what you thought you saw instead of what's there.

1) Americans can know what patriotism & nationalism is -- also how to fight for a country without approving of either its leaders or its policies -- many of my age bracket had the same thing in Vietnam -- I detested LBJ & felt his war policies were guaranteed to produce a high cost defeat. Nonetheless I volunteered for the Army because the US is my country & it was at war. More men were that patriotic and intelligent maybe we would have won -- but there were always the anti-war protesters back home that stabbed the soldiers in the back, the traitors.

2) I'm glad we move in different circles in Europe -- mine are largely commercial org'd to catering to the commercial trade. Maybe it is my pit spray. However, I have seen much anti-German action & comment, often by people who stuck with Germany till the end & still vote with the Right. I suggest that everybody out there read the book Laugh In Hate, by Dr. Michael M. Collins (Institute for Historical Review, PO Box 1306, Torrance CA 90505 -- \$2.50 booklet). While before WWI Germany was regarded as the cultural capital of the world, hate-propaganda ensued during WWI, and of course never

let up. During and after WWII it got worse, of course. However, the surprise is yet coming: It never let down after WWII! Read the booklet. It's not that expensive, so what have you got to lose?

3) Italy surrendered at the time of the Salerno landings in 1943. Il Duce was freed (sic) by a German commando mission & set up a government at Salo in the north, which had an army of 100,000 & 250,000 in police & security formations. In addition the Germans used upwards of 400,000 Italian volunteers directly with German formations in Italy, the Balkans & in Germany (antiaircraft crews & engineering units). Many were press-ganged. However, the majority were quite willing volunteers. [This is what I said last time.] I knew one man, recently deceased, who has been serving in a mountain unit in Croatia when the Italian surrender came in 1943. Although most of his division disced or joined the partisans, he formed a volunteer company that fought on until the end. He was extremely proud of the Iron Cross he won outside Budapest. He also Germany & the Germans for what he felt to be the pigheaded arrogance of the people he was commanded by. Was he justified in this? Perhaps. That is a debatable question. That he felt it is not. That he was not unique is equally true. [Strange, that this man would hate Germany & the Germans as a group, but fought for them. I mean it is understandable (and patriotic) to fight for a benefactor or ally even if you don't approve of its leaders, but it is idocy to fight for a country in whom you hate every man, woman and child, as this man did -- or at least as you say in the letter. He wasn't fighting for Italy -- Italy had surrendered. He despised all Germans. Fighting for yourself is no fun.]

4) I said death camps -- not concentration camps & not strict regimine (sic) work camps. The Brits invented the former, Stalin the latter. Dachau, Bergen-Belsen etc were in this mold. Burkenau (sic) & Treblinka were not. Stalin killed more people than Hitler.

I said that in my first letter (pity you were too busy condemning (sic) it to read it). However one can have a chance of survival, hwoever slim, in the Gulag. I even know (personally) two who survived Mlyma just as I know a few who survived Dachau or Ravensbruck. I know of none who survived the gas chambers. That is the key difference setting up a strawman by saying Stalin was worse (which is true & which I've now said in 2 letters) doesn't make Hitler better. [I agree. Nobody is trying to make Hitler look like a friendly uncle. On the other hand, Stalin was often referred to as Uncle Joe in the States, and the vast majority of the population in the US. still has no idea of what he and the Russians did...everyone knows, and is reminded every day through the press and media, what Hitler and a few Nazis did.]

5) I agree the war ended 35 years ago. I agree that chasing ghosts is silly. No I don't think all Germans were Nazis & yes I know for a fact that more than a few, even of the SS, though Hitler's racial policies a bit extreme -- there is a moral distinction, often overlooked these days, between expelling residents & slaughtering them. Indeed, you left out the best & truest proGerman argument on the subject. [I'm not pro-German, pro-American or pro-anything or anywhere on this subject. I am pro-truth and pro-objective thinking. Few others are.] If the death factories were so popular in Germany why were they hidden in the East? They were strict regimine (sic) work camps in Germany. Even in those the prisoners were ordered to "look cheerful" when in view of German civilians. The death factories were in Poland and Lithuania. The open massacres in Russia & the Ukraine. The fact is that Hitler & Himmler felt the need to shield the bulk of the Germans from the truth of the "final solution"; in the Ukraine civilians brought their children to watch

the wonderful massacre at Babi-Yar.

6) Before you accuse people of lack of knowledge or of stabbing around in the dark, read their letters first. It might be instructive.

[Sorry if I wasn't fair to you before.]

From Sue Martin (6-2): What is this? Do you believe everything you read? Why don't you fly out to Md. to catch a movie, whether with me or not? How about catching a shark???

Oh, your popularity has spread to Australia!!

You can tell Bob Osuch that he'd better look out! I've got some pretty incriminating stuff about him! Have a nice day!!!!

[Cards like that are a breath of fresh air; a little something to intersperse the "serious" mail I get. I will be out in the area soon, so I will see ya then, kid. Take care..]

Here From Sue: You won't fly to Md to take in a movie with me? Oh well! Bruce is gonna spend a day or 2 with us before he finishes his journey home after Origins! Little does he know I'm gonna play hard to get! Ha!

[Awright, Sue: I never get that much from a girl without knowing what she looks like, what color eyes she has, her lovalife for the past five years, and so on. Out with it all!]

Enough letters for now. Maybe more later, depending on my mood...

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A few weeks ago I noticed some cards for sale in a drug store or the like, and bought a few at \$1 each. They were well worth it. Absolutely hilarious reading and so I thought I'd share some of them with you. Basic "fill-in-the-blank" stuff...shame I can't reproduce the graphics. Buy 'em if you see 'em.

BETTER HOME

This letter proves nothing. I'm alive. I'm broke.

Dear Mom and Dad,

How are you? I'm feeling fine. so-so. terminal. I guess I've been doing too much studying. partying. sleeping. Oh, well. You know me.

Last night, I went to a place joint dive that was really someo thing. There were people freaks turkeys all over the place. You should have seen it! One guy girl weirdo was wearing a jump suit zoot suit Santa Claus suit. It was really neat! --crazy! --perverted!

I joined a fraternity. sorority. commune. But you will be happy to know it'll only cost 3 grand a year. 3 grand a semester. 10% of your income. We have meetings every week. day. Sixteen minutes. Last time we discussed how to tap a keg. how to color your hair with house paint. the sneer points of strip poker.

Right now, I'm getting ready for another midterm. date. orgy. I think I'll do OK, but I'm a little worried about my grades. breath. reputation.

Well, that's about it. My roommate says hi. que sera sera. stick it in your ear.

By the way, please send money. cookies. credit cards. love.
Regards, Respectfully,

Run to Page 7 if you want more.

PASSION LETTER

GRRR. GRRRR. GRRRRRRRRR.

This letter is being written with fire in my heart, eyes, barbecue pit. The time has finally come for me to express my true feelings, colors, identity. I only hope you'll understand underline under-rate every word in this carefully casually ill-prepared letter.

For nearly three years hours eons I have craved your bod, style, home-made cookies. Many's the time I've considered blowing in your ear, wrestling you to the ground, tying you to a bedpost, but my shyness good manners fear of the police has always held me back.

Now the time has come for me to completely turn loose my hands, glands, innermost emotions. I want you to know that being near you is as stimulating as a shower massage, eating oranges, Sesame Street. You have an enormous effect on my sense of smell, balance, humor. Your very presence makes me shake, sweat, scratch all over. You bring out the best Italian animal in me.

Luckily, you're not reading this in my presence. If so, you'd be nervous laughing, on your back.

P.S. To respond to my passionate plea, just honk your horn, hide in the bushes and wait, send me the Nothing-to-it Reply Card below.

Reply Card. Beat sweetheart, daredevil, big mouth,

I'm glad you finally opened up. grew up, threw up. You'll be happy to know that I have also been holding back my passion for you, for onions, for your best friend. From now on I'm sure our relationship will go beyond the norm, the fringe, the Mexican border.

LETTER FROM A WISE PERSON

This letter is filled with knowledge, truth jelly.

Dear _____

I've observed lately that you seem to
(Cont'd 2nd column middle)

has seen fit to invade the English protectorate of Norway, he has handed the Russian ambassador his passport. This means that a state of war now exists between Russia and the British Empire. He privately remarked that he thought the Tsar must be deranged to so attack the only neutral country that he borders upon, but if he wants to fight a two-front war, England will be glad to oblige him. He said that it will soon be seen who has the bigger guns on the northern front. God save the King!

Letter From A Wise Person Cont'd:

be having problems with your multiplication tables personal life zipper and I'd like to offer my services. In case you didn't know I received a Bachelor's Master's 3rd degree from Harvard, the National Legoon, the College of Hard Knocks. I've served as an advisor to President Carter, Amy Carter, Colombo, and I am considered the world's foremost authority on ser sligghots, the fine art of painting by numbers.

Often people just like yourself ask me to teach them how to cope with life, do the hustle, avoid social diseases. I've even been asked to give lessons in underwater assertiveness, famous biological urges, the rise and fall of Fabian.

So as you can see, I can solve any problems you have. All you have to do is holler, bare your soul, risk blackmail. You can even seek my counsel on little things like what to do with your hair, where to get tattooed, how to make a fast million.

Who knows, after I help you, you might even be able to help me with my nagging problem of nailbiting, badwetting, sending strange things in the mail.

Your interested noseey available friend,

Go on to Page 3.

AN ANNUAL BIRTHDAY LETTER

This letter offers you more than you expect. ___ deserve. ___ bargained for.

Dear _____

Because you're such a wonderful questionable cockamayne friend, I decided to splurge and give you the gift certificate below.

I'm sure this incredible act of generosity will make you happier than a lark. ___ two rabbits on a waterbed. ___ a vacuum cleaner salesman in a lint factory. This may even be the happiest day since you ___ met me. ___ were born again. ___ got rid of your lice problem.

But you're worth every penny of it! In fact, I almost gave you ___ a key to the city. ___ a church key. ___ a Florida Key. I even looked into getting you ___ a ride on Superman. ___ a lifetime supply of chocolate mousses. ___ the complete works of Frankie Avalon.

I guess a gift like this says a lot about ___ our friendship. ___ my financial situation. ___ my sense of humor. To be honest, I think this gift is even as nice as the one I recently sent ___ John Killeman. ___ Darth Vader. ___ a distant cousin.

Right now you're probably wondering how you can ever ___ repay me. ___ reward me. ___ find me. May I suggest that on my next birthday you merely send me ___ a cruise around the world. ___ a waffle line. ___ a gift certificate of equal value.

Happy Birthday. Hope your party is ___ wild. ___ Democratic. ___ raided.

Your friend ___ forever, ___ for the time being, ___ until you read the fine print below.

P.S. Remember, it's the thought that counts.

FINE PRINT: This coupon is fully redeemable when the giver of this coupon achieves a net worth of 10 million dollars or when dogs grow antlers, whichever comes first. In the event that neither of these conditions take place, this coupon can be

exchanged for two tickets to the next Beatles concert.

THE LATEST DIET

This letter is full of ___ filth. ___ slime. ___ good, clean fun.

Dear _____

Wait till I tell you what's been going on around here. The ___ landlord ___ pervert ___ weirdo on the corner ran off and married a ___ nun. ___ Nazi. ___ large-mouth bass. They spent their honeymoon in ___ Rio de Janeiro. ___ Omaha, Nebraska. ___ bed.

The woman next door had a ___ nose ___ naval ___ earlobe operation. She is showing remarkable progress. By this time next week, she should be ___ up and around. ___ suing for malpractice. ___ dead.

Some ___ religious ___ blue ___ short people moved in. The property values went ___ up. ___ down. ___ in and out. Those people have no ___ class. ___ clothes. ___ hair.

The ___ guy ___ girl ___ shrink I've been seeing around turned out to be ___ an alien. ___ contagious. ___ Kate Smith. You never know, these days.

And I'm thinking of changing jobs. I'd like to be a ___ topless dancer. ___ brain surgeon. ___ bra repairman. The hours aren't that good, but ___ the money ___ the applause ___ company car is great.

Well, that's about it for now.

Wishing you ___ a subscription to People Magazine, ___ this week's National Enquirer, ___ a keyhole to happiness.

....

P.S. Fill me in on the latest diet, too. All you have to do is ___ open your window. ___ mail me a cassette. ___ send me the Nothing-to-it Reply Card Below.

REPLY CARD: Dear _____

You'll never believe what happened. ___ The guy with the earring ___ The girl with the tuss ___ The next-door neighbor with the two-bean

hair left the planet his wife
her husband and ran off with a
clothespin collector. a person of
another species. two whips and a
chain. Well, gotta run.

Sincerely yours, mine, in-
sincere.

.....

GOVERNMENT

By Russell Brown

1. Honest government -- a contra-
diction in terms.
2. Who but a Washington economist
could coin the term "negative saver"
as one who spends more than he makes?
3. A congressional committee is a
gathering of overpaid people who singly
can do nothing but decide that noth-
ing can be done.
4. Political speech -- a minimum of
thought concealed in a maximum of
verbage.
5. All great discoveries are made
by mistake...and the greater the gov-
ernment fundng, the longer it takes
to make a mistake.
6. As far as the G.S.A. is concerned,
internal inconsistency is valued more
than efficient service.
7. In OSHA, trivial matters are han-
dled promptly; important matters are
never solved.
8. No man's life, liberty or prop-
erty are safe while the legislature
is in session.
9. Congress -- any simply idea will
be worded in the most complicated way.
10. IRS -- the government will ex-
pand to absorb revenue generated --
and then some.
11. Bureaucrasy: the number of peop-
le in government tends to increase
regardless of the amount of work to
be done.
12. Political plumbs are the result
of clever grafting.

13. When the government raises
the discount rate it means you pay
more to borrow money -- some dis-
count!

14. Government sunset laws have
doomed all chances for a solar en-
ergy program.

15. There are three types of lies:
lies, damned lies, and government
statistics.

16. Half the lies they tell a-
bout the President aren't true.

17. In congress, sooner or later,
the worst possible set of circum-
stances is bound to occur.

18. When congress promised to
balance the budget they meant their
own -- so they gave themselves a
raise.

19. The trouble with political
jokes is they sometimes get elected.

20. SEEN IN THE NEWSPAPER:
"Army commission to examine pri-
vates -- will leave no stone un-
turned." "EPA pollution inspec-
tors personally pass drinking wat-
er." "The senator will make no
wild reelection promises except
one -- honest government." "Wash-
ington: Carter sends Mondale a-
broad." "Thugs eat then rob prop-
riator."

21. DID YOU KNOW:
Linda Lovelace was hired as New
York's head coach? A fortune tel-
ler whose period is more than 3
weeks late is suffering from ex-
tra-sensory-conception? Etc...
why not, everything else has gone
up. There's a vas deferens between
children and no children?

.....

Thanks to Russell, and two big
ones will be senthis way. Any
more out there with similasr mat-
erial? I'd love to publish it
here...love it! Especially love
#16 above...

.....

HELPFUL HOUSING HINTS

By Jim Wygant

Apartment and condominium complexes are usually given names which are supposed to sound appealing. As things turn out, those names often have little to do with the true ambience of the place, which is usually substantially less than the name implies. As a guide to shoppers, EGGNOG offers the following common names and what can be expected from them.

Serenity Acres: This place was designed by a retired mercenary soldier. There are no windows in the apartments, just small gun ports. The steel gate at the entrance is scanned by infrared laser guns. The ten foot concrete wall is topped by shards of broken glass. The entire place is constantly lit like daylight by a battery of mercury vapor lamps.

Maple Estates: At the north end of the three-acre asphalt parking lot there is a full-sized maple that the contractor accidentally missed. The present owner is considering removing it because the tenants complain about bird shit on their cars. At the south end of the lot is a dwarf maple that all the dogs use, causing it to drop all its leaves by the middle of June.

Brookside: Behind the apartments runs Clear Creek, a dump for the nearby chemical plant. There are reported to be stirrings in the creek suggestive of some form of life, but no one can stand the ammonia smell long enough to check it out.

Weather Haven: The roof used to leak badly. When the new owner put up the giant sheet of plastic he presumed that entitled him to change the name.

Parkside Manor: Across the street is a city park in which you can make a connection for any illicit drug you can think of, and some that nobody's ever heard of. There used to be a duck pond, but a junkie tried to drink it dry one night so they converted it to a sunken garden. Next year they might plant the flowers, if

the budget permits.

Whispering Pines: IN last fall's big wind storm a branch from one of the three whispering pines quietly came loose and tried to mate with Cooter Sluggan's 1952 Hillman Max, severely bending it. After the insurance settlement the whispering pines were converted to crackling firewood.

NOW THAT you're educated in the names, you need to know a little about the classified advertising jargon...

"Close to Freeway" means you can hear the mighty roar of diesels all through the lonely night.

"Children Welcome" means that there are so many of them with such an overabundance of noisy plastic tricycles that it is suspected that some parents have gotten apartments for themselves at an "adults only" complex down the street.

"No cleaning deposit" means that if you don't like the last tenant's pepperoni pizza on the bathroom ceiling you should learn to become more tolerant.

"Immediate Occupancy" means that since this place has been available since the last tenant died six months ago and was undiscovered for a week.

"Rec. Room" means that it houses half of a ping-pong table (the other half was a victim of the Christmas party fight). There is also a thrift store couch which teenagers stain at night.

"Pool" means that it's filled on June 1, is yellow by July 1, is covered with green scum by August 1, and is emptied around September 1.

"References Required" means that you will need to line up at least three friends to pose as former landlords.

COMPUTER ASSISTED DIPLOMACY

By Robert Cheek

First I'd like to state that you should not buy a computer just for playing Diplomacy. For one thing it is not really needed and is strictly a time saver and aid to better play. Also a computer is not really necessary as any time sharer terminal that hooks into a larger computer or a user network, such as the Source or Micronet. Many large colleges have time-sharer terminals and possibly a computer at your job could be used.

Should you have access to the use of a computer then why not try using it for Diplomacy? When a player reaches his capacity (10, 12, or 33 games) then either his games will suffer from it or his life style will. A computer can alleviate either of these problems.

I've never actually used a computer for Diplomacy, but I believe I know what one can do. Any commentary, criticism, and discussion of this article is welcome as I know there will be many errors in it. I would just like to open an area that I feel has been neglected in Diplomacy.

Suggestion #1: A regular Diplomacy game year (Spring, Fall, etc) takes 2 K (1000) bytes of memory. That means that an average mini-disk can store 40-50 game years and a cassette 8 game years. That means that 1-7 complete games could be stored in a very compact space. That would make computer memories ideal for individual or archival game storage. Retrieval time is almost instantaneous and one game could be easily picked out for reference.

This data could be utilized by archivists for statistical and reference purposes and printouts of any individual game or games desired could be quickly supplied to anyone asking. For individual purposes players could analyze past and current games. Thus they could learn from their own and others' mistakes, and analyze other players' styles, pat-

terns and their own styles for insights into Diplomacy.

Suggestion #2: Storage in electronic memories (disk or cassette) of letters for analysis and comparison to past letters and styles. Not to mention the simply storage of letters. I send up to 3 or 4 letters per game per season and that's just for regular games! Currently playing in 12 games that means up to 50 letters I send a month. Then there are the large number of letters I receive; at the moment I have trouble keeping track of promises made and received so it is impossible for me to play in any more games than this! I'm sure that some players have managed to overcome these problems but at my advanced age I don't have that much energy anymore!

Suggestion #3: Simple storage of game deadlines, current enemy lists, players' addresses, subscription expiration dates, and the date that letters were received ditto for orders and whether they were actually sent!

Suggestion #4, #5, #6 and #7 will have to wait as I don't wish to take up the whole issue. Computers are getting cheaper all the time and time-sharing costs a fraction of what a computer does. I haven't covered all on this subject and I will welcome all comments, favorable and otherwise, on this subject.

Thanks to Bob for the article, and two free issues go his way. How about covering your remaining suggestions (#4-7) for next issue? So.....

There may be a blank space on Page 6. This is entirely intentional. I had something there, but then thought better of it and covered it up. (DDP will know what I mean I think.) Just so you know...

SOME NOTES ON AN USUAL OPENING

By Guess Who?

(F Bre-Mid, A Par-Pic, A Mar-Bur)

You don't see those moves too often, mainly because they can put you in a deep hole if you guess wrongly. However, for the Dippy player with guts, nerves, and a deadly, cutthroat style of play, there may be something to gain by such an opening -- all assuming that he uses it correctly. I will here attempt to show what "correctly" is, and what can be gained; maybe I'll even throw in what is risked.

The idea behind an opening like this is as follows: to make the strongest attack possible on Germany and to gain momentum. That's it.

To set forth a strong and powerful attack on Germany, France must be fairly strong diplomatically. He must contact at least the following countries.

Germany: First order of business is to neutralize Burgundy and Ruhr; say that a move into either of those by anybody would be an act of war. The German will always agree to Dur, but the trick is in neutralising Ruh as well. This way you try to keep his western commitments low. Next you try to play Germany off into Sillesia, attacking Russia (and thus pulling Russia in against Germany). Also, a simple F Kle-Dan move, even without the attack on Sve, will not score Brownie Points with Russia. There is little more that you can do, though, except face Germany in a direction other than your own. Once he's down to 1 or 2 centers you can always ask if he would like to puppet for you (i.e. you tell him precisely what to do and he does it) in exchange for survival, but even then, keep in mind that he might be out for revenge.

Italy: Here you want a definite guarantee of absolute neutrality. Set up a DMZ for Pic, Lys, Wes, and NAF. It might have its advantages to have Turkey and Italy square off immediately... in any case, you are completely baring your back to Italy, and a stab would ruin everything.

(This falls under the "risk" category. Watch out.)

Russia: Russia is perhaps the most important country on the board for France. This may sound silly and/or stupid, but it's true. Everything that Russia does will immediately affect France's strategic position. In the case of this overtly anti-German opening, this is also true. It is clear that if Russia supports Germany actively there will not be much progress made. Also, if Russia is firmly allied in the south, he will be free to move north -- against your English ally. Obviously that can not be allowed to let happen. The most advantageous setup for you in the south would be R-T v. I-A. This is as even as they come unless one of the players is clearly incompetent, and will keep both Italy and Russia occupied for some time to come. If Russia wants to score points with you he might be persuaded to use his F Sve and maybe another army, but it's not really a necessity. (If Germany moves against Russia, these will quickly be forthcoming, plus an offer to you for active alliance.) In any case a long-term French-Russian alliance is, in my opinion, even more powerful than a French-English alliance -- it can squash any resistance pretty easily. One might propose same to the Russian, who might accept... and once Germany is gone, England can be taken care of. Here the idea is to have some pressure on the Russian south; not enough to stop him from helping you, but enough to stop him from stabbing you. The already-mentioned R-T v. I-A alliance pattern fits this perfectly.

England: Here's your prime ally for the first few years. Though you and Russia might find it necessary to eliminate him in mid-game, it is still England on whom you depend the most. Without English alliance you can forget about attacking Germany for now. For the purposes of this article, let

is assumed that you have no trouble getting an alliance with your northern neighbor. Obviously, Eng, Iri & Nat are made neutral zones. If you suggest that he not build fleets in Lon he is sure to counter with the same proposal for Bre. Do what you like there, but keep in mind that eventually either he is going to stab you or you will have to attack him, and power to build a F Bre legally is important. In any case, agreement with England over Bel is important; here you should insist that it go to France, but to keep him a friend, remind him that he'll get a good share of the spoils from Germany (and don't be too greedy). If he attacks you before you are ready for it, it could be a long game, even with help from Russia. Be forever on your guard.

So, that's the initial diplomacy, in a nutshell. The moves are something else.

Given the total commitment to attacking Germany shown in the moves, you will be in real trouble if either England or Italy turns your way right away. The main concern is that you are foregoing the neutrals for the time being in favor of assuming the initiative at once, something which always means big risks. Once under attack by one power, after enraging Germany, and finding yourself without neutral builds...it can get hairy. I like to take these kind of risks; in fact I've never started a game where I didn't make a bloody risky move on turn one, enraging a neighbor; but others flinch, so this opening is not for everyone. You gain all sort of advantages, but nothing is free, and these advantages have their price -- that of a risk. So either you have to trust your neighbors entirely or don't do it. (At least for now. You can play it safer again in 1902.)

Germany will be pissed as hell and you might catch some heat right after attacking him. However, if all goes well and everything is timed as expected, you won't have to take it for long.

Fall 1901 presents you with choices: you can only take one of the Iberian centers in 1901, assuming that Germany did not block the move to Bur. Normally you should take Por, then take Spa next year, giving you the opportunity of attacking Italy in 1903. A Pic-Bel is the only sensible move for that unit. If you have support promised from England (and need it; if all goes as you hope, with G F Den & G A Sil, you won't even need it) then take it. If necessary, A Bur can S A Pic-Bel. Much more aggressive and destructive is A Bur-Muh, but is not always going to succeed. A Bur-Ruh is my favorite because it sets up attacks on Hol and later Mun. Strategically A Ruh is powerful and important indeed.

In the Winter build armies. Fleets will make England or Italy suspicious. If you get three builds you might want to reserve one for 1902 by only building two units. You might build another fleet in 1902, but you won't need one now.

Given the careful execution of your short-range plans, longrange strategy will unfold by itself. England and Italy are possible targets, Russia and Turkey potential allies. Once the momentum gets moving, only a strong defense on the part of the enemy can stop you. However, if the Balkans are embroiled in conflict per your plan, and Russia is with you, most every possible stalemate line will be avoided.

If you succeed, great. If not, then you tried. Either way, have fun. Even degenerate gamblers like me play for fun occasionally.

 As you can see, I'm trying to give the public what they want. If you don't like it, tough. I hate writing those articles anyway! I do like, on the other hand, the stuff from Eric Verheiden, which is also strategy/tactics oriented. Call me wierd, I don't care.

SOUTH OF THE BORDER

Konrad at work again

Germany's pregame position regarding the Balkans is much more than is usually made of it, by the Germans or by the other four powers most interested in the Balkan knot. This is tragic because, under the right circumstances, much can be made out of Germany's unique position. This article will point out some new ideas for most players. (It is also the first attempt at a strategy/tactics article for me in two years, and serves as a warm-up for an article I have to write for the Novice Project.)

First of all, we are dealing with the position from Winter 1900 onwards. The most important unit in question is German Army Munich. Excellent connections with Austria, Russia, and especially Italy are prerequisites to any sort of action in 1901.

Second, here are the bare bones of the operation. The basic idea is to send A Mun-Boh or -Tyl in S'01, and, with Russia and/or Italy's help, take Vienna in the Fall. (If you try for Tri you are cutting Italy out of the action, not a wise move since he is forced to attack you. Attacking Venice that early is also very difficult.) After that, you send reinforcements south and, with your allies, quickly clobber Austria, and then turn on one of your allies. All this must come off perfectly while France remains your ally and England is at least held off. It is not easy at all, and the risk of being attacked by France and/or Russia through the middle while you are extending north and south is enormous, and devastating if such an attack should come. But here's how it all goes.

You must know everything that will happen on the board to be able to pull this ploy off, and even then you may fail. Your objective is to gain a foothold in the Balkan knot of centers, which are strategically of the utmost importance to Germany in the long run. You must develop

the right alliances which will secure your gains and then make it possible for you to move on to win.

From the very beginning you must be able to influence all of your neighbors. Short-term alliances are best for Germany when arranged as follows:

A four-way attack on Austria. If Italy can succeed into Tri, or if he'd rather play ~~as~~ safe and try for a move to Tyl (not guaranteed, but safer), then you, with A Boh or A Tyl, are in good shape to take Vie. For Italy, the profits of taking out Austria and then moving on to Turkey must be stressed. For him this is most worthwhile, because in the mid-game, when he intends to move west on France (after the east is taken care of), you are in the best position to help him out. (He might as well make friends now.) In any case, Italy or Russia will have to support you into Vie in the Fall for your plan to succeed.

Russia is diplomatically a much more difficult nut to crack - a Russo-German alliance is tough to manage, since both are land powers with similar interests. If Germany goes both north and south, Russia will in effect be severely limited in its options. The solution to getting Russia on your side is simply to promise a large enough slice of the pie, i.e. you will have to be fairly generous in your split of Austria. Promises can be made for the eventual anti-Italian campaign, plus for a piece of England (though England is an awfully bony chicken when sliced up three ways). And then there's always the carving of the Turkey, which must be given to Russia entirely. The chances are still that Russia will feel hemmed in and will eventually stab you... knowing this you will have to strike first. (The best time is normally when England is out of the way and he is busy with Turkey. The worst time is when your position

has become stagnant and Russia is feasting off of builds in Turkey and Austria/Italy.)

With Turkey there is less to be done. You can encourage him to attack Austria and/or Russia. Austria will fall with or without his help, but pinning Russia down immediately is always a good idea.

On another front: You will not have the strength to attack France and strike south at the same time. Since there is virtually no possibility of getting England to hold still for the first three years, and since if England attacks Russia actively Russia will not be able to give you much help, England must be taken care of. If Germany and England build a few fleets and Russia attacks Norway by 1902, England will be crippled and will fall before long. (A good deal depends on how strong the English player is in his defense, but the result will not change.)

After the fall of Austria and England: Here's where some short-term alliances are stretched to long-term alliances, and the others are swiftly broken.

At this point France will control most of England, Turkey will be caught behind Italy and Russia, and Germany will have no enemies at all. At this point you must make some decisions quickly, in order to keep your position from stagnating. Since everyone is at least nominally an ally, you pretty much have a choice in where to go. (If at this point Russia and France should attack you, always a great risk in this kind of position, you can kiss the game goodbye, because little will save you. On the other hand, why do you think you asked Turkey to attack Russia early on?)

The trick is now to convince France to move on Italy -- remember, at this time Italy is still facing Turkey and Russia in the east. If this ploy succeeds, France will leave a small force at home to be on guard while the bulk of his forces attack the Med. Italy will pull back his forces but in all likelihood will not

be able to stop France completely. The time is ripe for your last major gamble. Armed with nine or ten units, and with an Italian ally who is now made 100% reliable (because he will not want to cross you for fear of making yet another enemy -- right now, in fact, he's looking to you to help him against France), you strike against Russia and France at the same time!! (So I like to take risks? Don't you?) Your most powerful tools are your three or four fleets: convoys to the British Isles and Scandinavia/northern Russia should be made immediately, and slips into Burgundy (with or without support, depending on how heavily defended it is) and Livonia with follow-up to Prussia and Silesia (and through Austria, of course) will cripple both of your earlier allies. Especially deadly is a convoy from Kiel to Livonia through the Baltic, which is absolutely fatal to Russia, and has been so proven time and time again -- with its threats to 3 Russian centers, and with your fleets in Scandinavia, Russia can be overrun surprisingly quickly. France will also collapse fairly quickly, especially if you make the most of his exposed northern flank with your spare fleets. Your southern front remains relatively even, except for perhaps taking Budapest off of Russia; however, your Turkish ally is now made much more important. If you looked ahead far enough in 1900, you saw how important even Turkey was to your strategy.

If you time your moves badly, you may have blown it. This will especially be the case if France is not yet fully committed against Italy when you lay your cards on the table. As always, timing is the most important factor in a stab. So don't blow it.

Of course, if you think that it is necessary or easily pulled off, the end-game can see a massive stab of Italy take place. You

border the Italian nearly all along the board, and can strike fairly easily. You probably won't need the cengars, but if you do, that is one alternative to sitting around. With your still-not-overgrown Turkish ally, even this move is made easy. Just remember that Italy may be fairly tough at this point, and he is, after all, going to fight back.

At the end of the game you will notice that it will have been in the Balkans, where nearly every space is a center, that you will have been given the win. Once you are firmly planted there, Russian units (or Italians) are fairly easy to knock out. However, it is tough as hell to get in from the outside. Once a military and diplomatic foothold in the Balkans is gained, most potential stalemate lines are avoided. The Army in Vienna, and those that will follow, has more strategic than tactical importance; from its forward base it can help guide the policies of the various Balkan-concerned nations, while Germany also operates in the north. In effect, Germany is dominating the board.

That's what happens if everything works out perfectly. There are also a few risks Germany takes in attempting to pull off such a daring maneuver, notably:

- 1) What if, in 1901, France doesn't go along with you and takes its excellent opportunity to stab you?
- 2) What if your southern allies desert you, greed having overcome them totally?
- 3) What if Turkey, with all of the seasawing, grows out of control and cannot be stopped without your cancelling your plans?
- 4) What if Italy does the same?
- 5) What if, after Austria and England depart the scene, France and/or Russia decide they are going to blow you out of the water?

Of course, in all of these instances, your original plan will have to be scrapped and anything tried to keep yourself alive. Given the large

risks involved, I should stress again that no player should attempt this kind of strategy without being absolutely sure that it will come off. If he doesn't have firm control over the entire board in 1901, he will suffer for it later in the game. And this requires on hell of a strong diplomat.

On the other hand, even if you lose, it can be a lot of fun. Go ahead and try it once.

And good luck.

----- 1979IK PLAYERS ATTENTION

I messed up when typing up the adjudications last time. (Ili gamesmastered it, so at least I have someone to blame the rest on.) In this case, the Turkish A Rum-Bud should be underlined, as it FAILED. The Russian F Sev is not dislodged, and does not have to retreat. The center heart and builds are correctly given. And both Winter and Spring are still due. No separations granted.

1979Q PLAYERS ATTENTION

Your deadline for Spring 1905 has been changed to July 10, 1980. So you have an extra week to negotiate.

1980J PLAYERS ATTENTION

Uli blew it last turn. Given Russia's A Rum-Ser move last time, the Austrian A Ser S ITALIAN F Ion-Gre fails, and thus the Italian fleet does not have enough supports to take Gre. Gre remains Turkish, who has 5 centers, still building 1. Italy has only 4 and remains even. Winter 1902/Spring 1903 still due, with no separation requests granted. Thanks to Scott Wakefield for pointing this out so quickly.

And for the variant players in POLITICIAN, we have to go through the same trash too. Never before have there been so many mistakes

in one month. So here we go, for those POLITICIAN readers who get EGGNOG as well.

1978Jcv PLAYERS ATTENTION

Italy's move F Tim-TimOBB should actually be F TimOBB-SAO (fails, thereby blocking the Chinese move). I thank Phil for pointing it out...Uli had it right, I just typed it up wrong for some reason?!

1979Pjd PLAYERS ATTENTION

Germany's move was of course A Pic-Bar, not Bar, as everyone could probably figure out. However, the US F Ric dislodged is also annihilated by the Rulebook, and is not retreated by Right Hand Rule, since no player is playing it. (Civil Disorder rules.)

1978Sfh PLAYERS ATTENTION

Obviously, F Somalia-Somali Sea is going to fail (Spanish) because it is blocked by the English move.

Variant players are asked to pass along these tidbits in their correspondence with allies/enemies/family. Not everyone gets EGGNOG anymore. (The 1978Jcv error was the only one which players couldn't easily figure out for themselves.)

NOTE TO FRED DAVIS

You asked about the announcement I have planned for August, and brought up two possibilities. You guessed right on the second. Stay tuned, all of you who don't know what the hell I'm talking about.

LEEDER POLL

By the time you read this, the deadline will be over, so now I can tell you that for me, more is at stake here than just some idiotic rating. I'll announce what I mean in #51 probably, in two weeks, but I suppose that you can all guess what is on my mind.

EGGNOG, POLITICIAN, ETC FOLDING?

Two people in the last week have written me telling me how sorry

they were to see my 'zines fold. Hey, I'm not folding! I just mentioned that things might have to be a bit curtailed when I got to college. If things get really bad I'll merge EGGNOG and POLITICIAN, but I don't know now. In any case, folding down the Crossroads Press International would be tough to do. Not after all of the work I put into it. (Course, the very few first EGGNOG issues back in '71 (of tiny circulation -- me and my brothers!) were something else! After that the Publishing Empire folded for a while, though nobody noticed. This time people would notice.)

If you people are still worried about a fold, let me say this: If I were to do that, then I'd refund everyone's money, place the games, and so on. However, the games that would need to be placed first, the variants, I would hate to part with. I've grown very attached to some, like the Colonia and the new Youngstown game, and would be jealous of anyone else who had the fun of adjudicating those. So. Worried you people should not be.

HOW MANY PEOPLE?

Once upon a time I had a circulation of almost 130 readers (for EGGNOG). After that I closed down game openings, and have not opened any for several months now. It does not look like there will be openings for some time to come, either. In any case, circulation has dropped quite a bit due to the lack of game openings. It is a sad but true fact that most new players are just interested in playing the game and not anything else. (This is another article.) Circulation right now stands at about 90 people. I still send out two or three samples (to inquiries) every month, but not as many bites are coming in. When the game openings were there, every person who asked for a sample subscribed!

A LITTLE SPARE CASH

While I'm not out of the Diplomacy hobby yet, I have pinpointed my last hobby project. I've been involved in a lot over the years, and have published until the spirit fluid came out of my ears. I've sat on committees for various things, have been a member in several organizations, have taken over countless orphan games, helped restart the current Colonia craze going on, wrote piles of articles on everything from strategy/tactics to rock music (monthly, yet) to one for beer lovers (in Home Office), etc. I haven't done as much as Rod Walker, but I'm not totally nuts either. In any case, the very last hobby project I intend to become involved in is this. I will make one more contribution. It will be far more important than all of the above put together, and I think it's the best idea I've had in years (which doesn't say a hell of a lot, but...).

I am going to sue Curtis L. Gibson for \$20,000 for libel.

That may seem like pretty small potatoes to you, but keep in mind who Curt Gibson is. The beauty on the whole thing is that while I have an airtight case (I've spoken to two lawyers about it), I could claim quite a bit more money (20 grand is peanuts). However, I don't need to. Curt Gibson a resident of Spanish Harlem, will probably not be able to afford to see a lawyer, much less hand over \$20,000 tax-free bucks. Driving this ... person... into the depths of some serious poverty is the most worthwhile thing I can think of. You are all welcome. My pleasure.

BACK ISSUES AVAILABLE

Over the years I've published a few issues of several 'zines, and inevitably some back issues remain which I want to get rid of, since they only take up space. Occasionally I can find a buyer who is interested in some ancient history or music or other articles, or whatever, and can unload a bunch of backs on him for a cheap price. Currently in stock are the following issues of

the following 'zines. Prince (or prince) follows listing.

EGGNOG: #21, 30, 33-34, 38-39, 41-49 @ 20¢ each

MOBY GRAPE (orphanzine): 3-4 @ 10¢ each

POLITICIAN (full-sized variant 'zine): 1-2, 6, 8-10 (current) @ 20¢ each

STRANGE BREW: 29 free for asking with other order

SWLABR (orphanzine twice reborn): #3 free with other order

VANILLA FUDGE (Postal Diplomacy Rating Comm. organ): #4 (current) @ 15¢

That's all for the 'zines. If you want any send me a check for the amount and tell me exactly which issues you want. If some are already gone (SWLABR, STRANGE BREW, MOBY GRAPE & some POLITICIAN issues are in short supply) then you get a partial refund, of course. Help me clear away these issues for a bargain price...for a microscopic price.

I also have some wargames I'd like to get rid of, but I'll save these for some other time.

MUSIC INDUSTRY

The new Rolling Stones album (Emotional Rescue) is out. Some cuts are pretty good, but the title track sounds like the Bee Gees! Worth a look, see. // The new Queen album has been put off and put off for almost a half year and a new single ("Playing the Game") has just been released. It's a great single, but I'm waiting for the album. (Queen really are the champions.) Any information on exactly when it's to be released? // Blue Oyster Cult has a new one out, if anybody likes them... // Clapton's new double-album is selling like hotcakes. // The Kinks' new live album is one of the best such recorded in years! Buy it! // Ray Davies of the Kinks released a solo album two or three months ago. Anyone know what happened to it? // Steppenwolf supposedly set last October aside to record

a new album, but there is still no new album out; at least I can't get a hold of it. Ideas?

Here's a letter that's been sitting in the file since early April. I had asked John Kador why he defended Curt Gibson's practices, which most everyone agrees are unethical, immoral, and immature. Here was his reply; as always, it was well-thought-out and intelligently put. My comments ((like so)).

John Kador: Your little postcard of the other day was an invitation for an autobiography. But you ask some good questions and I'll attempt to answer them.

Your postcard was prompted by letters I published in various dipzines defending the right of individuals in the hobby to practice certain acts.

You ask why I believe it's okay for Curt Gibson to practice these acts. Well, of course, I don't believe it's okay for anyone to make an asshole out of himself. But I do believe an adult has the right to do it. There's a big difference here. The difference is that I don't want anybody to determine ~~the~~ me what's inappropriate. I demand the right to determine that for myself. And I demand the right to make a fool of myself on occasion. And I'm prepared to live in a society where on occasion my sensibilities are assaulted by ideas unorthodox and values reprehensible.

You ask how I can defend "malicious slander of others known to be respected and honest." Of course, I can't and won't defend slander. But it's impossible to separate criticism from slander. ((In Gibson's case there is, he attacks and insults, but never (or rarely) actually comes out and points out what it is that is done wrong...and even then never proposes ideas for what would be "ideal", with the exception of one idea.)) Look, Konrad, you've started publishing a 'zine. You've injected your personality, opinions, and philosophies into many hobby issues. You seem to welcome counterarguments, disagreements, and rational

criticism. My question to you is: Is it reasonable to assume that all the arguments will be reasonable? Artists who put their work before the public soon learn that not everybody likes or approves of their work. And most of them learn that some individuals mistake the ~~art~~ for his work and end up attacking the artist. The only remedy for this is obscurity. ((My disagreements with Gibby have nothing to do with my 'zines, and never did. They began much earlier and in fact never really did touch on my 'zine...which he has indeed never really attacked since he's never seen a copy.))

Most of the hobby can agree that Gibson is a fool and his ideas are juvenile. That's why I think it's a mistake to try to limit his ideas in particular. But beyond that, I believe that there is no such thing as a false idea. However pernicious an idea may seem, we depend for its correction not on the consciences of judges and juries but on the competition of other ideas. In the marketplace of ideas, Gibson's don't stand a chance.

You ask about Gibson's involvement in games in which he's not a player. I personally don't engage in such activity. But I fail to see how it is interference. I suggest most players can deal responsibly with the content of such letters. ((I am not arguing that most players are intelligent enough to toss his letters in the circular file. I am speaking of the moral and ethical standards which he is breaking...besides the accepted fact that a game is between the players and nobody else. Outside influence automatically interferes with the game, no matter how minimal (or ridiculous) it is.))

Finally, you ask about the feelings of a player who is attacked exclusively because of a non-player injecting his cross-game grudges. The only feelings I can talk

about are mine, so I'll put it this way: pissed off and disappointed. Sure, it stinks. But doesn't a player have a right to do whatever he wants to in the game (except deception of the GM, natch? ((Yes, he does, but remember that we are not talking about a player, but a non-playing observer.) Doesn't he have the right to deal with information as he will? I say he does and I'm broadminded (and thick-skinned) enough to take my lumps.

The bottom line is this: I rejoice living in a society where disharmony and friction are healthy and natural. I cherish the right to speak and write freely on any subject. I love the expulsions that result when opposing views collide. And I welcome the fallout, even if it means I get burned a little bit. I'll take my chances because I can always defend myself against it and idea. But against silence, against ideas too horrible to be spoken, I am truly defenseless.

Let Gibson and his ilk spread their flatulence. The stink is momentary and trivial. Rational heads will prevail.

((I love getting intelligent letters in the mail. John is truly a philosopher. A shame that there are not more like him. Thanks, John.))

...UNTIL THE END

...as Jim Morrison would say. I hope you enjoyed this issue. A lot more controversy and such went into it than I would have liked, but it had to get printed sometime (no it didn't, but I sort of owed it to the people that sent in their ideas, Tom) and this was as good a time as any. I figure since I'm picking up the tab for 90 free issues (or size and postage of such) that I'd better quit here, and not pop of f into triple-issue land. I do have more stuff in the files, like an article "On Throwing In The Towel," another on "A Growing Trend" which I can guarantee will raise a few eyebrows, one on reputations, and somewhat of an editorial aimed at issue #51 or #52. Plus there are some letters worthy of print coming in again, we'll have the usual games and press (go ahead, Tom), and so forth. And last but definitely not least, there will be the analysis of our third EGGNOG Demonstration game, 1980J, by Eric Verheiden.

Time to sign off now. I know there are some items I forgot to bring up. Oh well, next time maybe. We'll see if I remember. "Eye.

EGGNOG #50
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